

Adeptus Evangelion

CHARACTER RECORD SHEET

| | | |
|----------------|--------|-------|
| File Photo | | |
| | | |
| Player Name | | |
| Character Name | | |
| Background | | |
| Nationality | | |
| Career | | |
| Rank | | |
| Gender | Age | |
| Height | Weight | Build |
| Skin | Hair | Eyes |
| | | |

GEAR / INVENTORY

[illegible]

MOVEMENT, LIFTING & CARRYING

| | | | |
|---------------------|------|-----------------------|-----|
| Half | Full | Charge | Run |
| Base Leap (SB x 1m) | | Base Jump (SB x 10cm) | |
| Carry | Lift | Push | |

RANGED WEAPONS

| Point blank + 30 BS | 1/2 Range + 10 BS | 1/2 - 2X Range Normal | 2x-3x Range - 10 BS | 3x-4x Range -30 BS |
|------------------------|----------------------|--------------------------|------------------------|-----------------------|
| Name | | Range | | Class |
| Damage | Pen | RoF | Clip | Rld |
| Special | | | Weight | |

| Name | Range | | | Class |
|---------|--------|-----|------|-------|
| Damage | Pen | RoF | Clip | Rld |
| Special | Weight | | | |

| Name | Range | | | Class |
|---------|--------|-----|------|-------|
| Damage | Pen | RoF | Clip | Rld |
| Special | Weight | | | |

| | | | | |
|---------|--------|-----|------|-------|
| Name | Range | | | Class |
| Damage | Pen | RoF | Clip | Rld |
| Special | Weight | | | |

MELEE WEAPONS

| Name | | | Class |
|--------|-----|---------|--------|
| Damage | Pen | Special | Weight |

| Name | | | Class |
|--------|-----|---------|--------|
| Damage | Pen | Special | Weight |

| Name | | | Class |
|--------|-----|---------|--------|
| Damage | Pen | Special | Weight |

| Name | | | Class |
|--------|-----|---------|--------|
| Damage | Pen | Special | Weight |

ARMOR

| Type | Weight | | | | |
|------|--------|-------|-------|-------|--------|
| Head | R.Arm | L.Arm | Body | R.Leg | L.Leg |
| 1-10 | 11-20 | 21-30 | 31-70 | 71-85 | 86-100 |

EXPERIENCE

| Available | Spent |
|-----------|-------|
|-----------|-------|

FATE POINTS

| | |
|--------|--|
| Total: | |
|--------|--|

Current:

WOUNDS

| | |
|--------|--|
| Total: | |
|--------|--|

Current:

CRITICAL DAMAGE

FATIGUE

$$\text{Max FATIGUE} = \text{TB}$$

BASIC SKILLS

| Skill Name | () | Trod | +10 | +20 |
|---------------|-------|------|-----|-----|
| Awareness | (Per) | ⊕ | ⊕ | ⊕ |
| Bartter | (Fel) | ⊕ | ⊕ | ⊕ |
| Carouse | (T) | ⊕ | ⊕ | ⊕ |
| Charm | (Fel) | ⊕ | ⊕ | ⊕ |
| Climb | (S) | ⊕ | ⊕ | ⊕ |
| Command | (Fel) | ⊕ | ⊕ | ⊕ |
| Concealment | (Ag) | ⊕ | ⊕ | ⊕ |
| Contortionist | (Ag) | ⊕ | ⊕ | ⊕ |
| Deceive | (Fel) | ⊕ | ⊕ | ⊕ |
| Disguise | (Fel) | ⊕ | ⊕ | ⊕ |
| Dodge | (Ag) | ⊕ | ⊕ | ⊕ |
| Evaluate | (Int) | ⊕ | ⊕ | ⊕ |
| Gamble | (Int) | ⊕ | ⊕ | ⊕ |
| Inquiry | (Fel) | ⊕ | ⊕ | ⊕ |
| Intimidate | (S) | ⊕ | ⊕ | ⊕ |
| Logic | (Int) | ⊕ | ⊕ | ⊕ |
| Scrutiny | (Per) | ⊕ | ⊕ | ⊕ |
| Search | (Per) | ⊕ | ⊕ | ⊕ |
| Silent Move | (Ag) | ⊕ | ⊕ | ⊕ |
| Swim | (S) | ⊕ | ⊕ | ⊕ |
| | | ⊕ | ⊕ | ⊕ |
| | | ⊕ | ⊕ | ⊕ |
| | | ⊕ | ⊕ | ⊕ |
| | | ⊕ | ⊕ | ⊕ |
| | | ⊕ | ⊕ | ⊕ |

Insanity

| Insanity Points | Degree |
|-----------------|--------|
| Disorders | |
| | |
| | |

TALENTS

[illegible]

AT POWERS

[illegible]

Ego Barrier

| | |
|------------------------|---|
| Ego Barrier Remaining: | % |
| Field Strength | |

Instabilities

| | |
|--|--|
| | |
| | |
| | |

Coherency Disruptions

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ADVANCED SKILLS

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TRAITS

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| |

Assets

| | |
|--|--|
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| | |

Drawbacks

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|--|--|
| | |
| | |
| | |

Attack Actions

| | |
|------------------|------|
| Charge | Full |
| Standard Attack | Half |
| Multiple Attacks | Full |
| All-out Attack | Full |
| Guarded Attack | Full |
| Defensive Stance | Full |
| Feint | Half |
| Grapple | Full |
| Knock-down | Half |
| Stun | Full |

Move Actions

| | |
|----------------------|-------|
| Move | H / F |
| Maneuver | Half |
| Disengage | Full |
| Run | Full |
| Tactical Advance | Full |
| Stand / Mount | Half |
| Other Actions | |
| Aim | H / F |
| Dodge or Parry | Reac |

Combat Modifiers

| | |
|-------------------|--------------|
| Aim (H / F) | +10/20 |
| Semi/Full Auto | +10/20 ES |
| Called Shot | -10 WS/BS |
| Surprise Attack | +30 BS/WS |
| Shoot into Melee | -10 BS |
| Darkness | -20 WS/-10BS |
| Ganging Up | +10/20 WS |
| High Ground | +10 WS |
| Fatigued/Shock | -10 ALL |
| Difficult Terrain | -10/20 WS* |

Other Actions

| | |
|------------------|-------|
| Aim | H / F |
| Dodge or Parry | React |
| Delay | Half |
| Focus Power | Vary |
| Jump / Leap | Full |
| Ready | Half |
| Reload | Vary |
| Use a Skill | Vary |
| Use a Fate Point | Free |

Ballistic Actions

| | |
|------------------|------|
| Semi-Auto Burst | Full |
| Full-Auto Burst | Full |
| Overwatch | Vary |
| Suppressing Fire | Full |